SOLIQUOY

a narrative solo game

A hero starts with two general traits, one drive trait, one temptation trait, and one special trait.

investigate	ferret out the truth	heal	spy on
never relent	fight dirty	shrewdly negotiate	know people
see through	stubbornly outlast	look it up	find the way
petulantly demand	ask politely	convince otherwise	ask for help

Drives	justice	a goal	vengeance	retrieval	knowledge	love
Temptations	power	a hunger	cruelty	a vice	secrets	lust

Choose the way your hero's a hazard to himself and those around him; vampire, werewolf, mage, brawler, thief, or something else. This metered trait starts at 2.

Assign a die of a specific color to each trait. Roll 2d6 for your Reserve.

Sparks

Roll up a keyword, then think up two words inspired by the first. Interpreted together, these three words are a Spark.

Repeat six times. When you start a new scene or the game demands a person, place, thing, choose or roll one of your Sparks.

Interpret the chosen Spark in the context of the scene and purpose.

When you use up a Spark, make a new one, keeping your current context in mind as you decide on the new words.

Reserve

You can swap in a die from your Reserve whenever you want; replace the Reserve die with the one you rolled.

Conflict

Frame a question about the scene in the positive, like "can I dodge the falling column?" or "will he agree to my terms of surrender?".

If something makes the answer to the question obvious, that's the answer. Otherwise, take one die for the question.

Decide or roll what's at risk – Mind, Body, Social, Gear, Ally, or Special – and how much danger there is – Minor, Major, or Loss of Use. If there's no danger or risk, ask the oracle instead.

Use the example charts or create your own. Be specific. Add the degree of danger as dice to your pool.

Add 1d for each general Trait that helps. Add 1d if temptation or drive helps. Add the value of your special trait if it would help. If any injuries or Traits hinder, cancel that many dice, down to one.

Mind
1	confused; miss details
2	forgot; led astray
3	amnesia; unconscious

Ally
ally insulted
ally badly wounded
ally dies or betrays

Social
1	embarrassed; conditional denial
2	humiliated; flat refusal
3	ostracized; refusal and threat

Body
1	bad sprain; fatigue; knocked back
2	broken arm or leg; poison; knocked down
3	unconscious at enemy's mercy

Gear
1	dented armor; one bullet left
2	all out of bullets
3	beloved heirloom shatters

Special
1	hurt someone or lose their regard
2	hurt someone badly or irrevocably
3	kill someone or hurt them unforgivably

Assigning Dice

Dice showing 5+ are successes or aversions, depending on where you play them.

To a question, the answer is yes, otherwise, no.

To a danger, it doesn't happen, otherwise, it does – add an injury with a value equal to the danger's.

Not happy with the dice? Escalate; choose one:

* add another question and new danger; roll 1d + the danger's value

* increase a danger; roll the difference in dice

* add a new danger; roll its value in dice

Then narrate the outcome that the dice – and your choices – dictate. If you assign a trait's die, use it in your narration.

Scenes

Roll a Focus; roll a d6 and look in the column for how many scenes you've played in this scene so far. Choose a Spark; interpret it together with the Focus as the main focus of the scene.

If you need a target, roll one. Pick a Spark to represent them, unless an established actor fits.

Persistence

Once per scene, when you meet your Drive, gain 1 Persistence or set one of your Reserve dice to 6.

Whenever you succumb to Temptation, gain 3 Persistence, then choose two Dangers and roll a d6; on a 1, the first comes to pass, on a 2, the second, and on a 3+ nothing does.

When something memorable happens that impacts your hero, you can add it as a temporary trait (or improve an existing temporary trait) by storing up to three Persistence in it.

Temporary traits are spent, not applied; reduce the value by one for each die you use on a roll. When it hits zero, cross it off.

Injury & Recovery

You recover from injuries when the fiction says so.

Minor injuries go away. Major injuries go away or convert to a new Trait; ask an oracle which. Loss of use injuries convert to a new Trait. New Traits have a value equal to the original injury's.

If a Trait hinders you on a roll, you may choose the question, "can I overcome this weakness?" when you escalate the roll. If you answer "yes" with a 6, reduce the Trait by 1. A 0 point Trait no longer hinders.

Growth

When your hero has spent 10 Persistence, choose a new general Trait. When your hero overcomes his temptation or repudiates his drive, you may cross it off and choose a new one.

Oracle – Roll 2d6

both 4+ What helps you the most or what you want it to be most.

one 4+ Sort of what you wanted, but there's a threat.

no 4+ What helps you least or what you want it to be least.

A Threat

1	compromising	3	poisonous	5	temporary
2	noticeable	4	dangerous	6	fake

What

1-2	murder	sex	argument	rivalry	journey	slaughter
3-4	torture	blackmail	greed	risk	sacrifice	punishment
5-6	retaliation	growth	execution	ritual	trap	theft

scenes so far / Focus

2-	3-5	6+	1	2	3	4	5	6
1-2	-	-	retrieve	locate	chase	explore	deliver	ask
3-4	3-	-	seduce	persuade	barter	protect	demand	interrogate
5-6	4+	-	respite	restore	destroy	prepare	interrupt	return
-	-	1+	protection	passion	redemption	persuasion	annihilation	justice

Target

	1	2	3	4	5	6
1-2	love interest	enemy	thief	old friend	ex-lover	lover
3-4	bystander	authority	felon	priest	merchant	barkeep
5-6	rival	bully	crush	sage	mentor	teacher

Keywords

	1	2	3	4	5	6
1	attack	resist	future	agent	secret	revenge
2	distance	anger	supplies	power	desire	choice
3	phobia	ice	lust	dirt	machinery	pride
4	love	betrayal	honor	duty	mistake	debt
5	fire	air	death	pain	self	history
6	need	flaw	fear	guilt	purity	vice

Injury to Traits Examples

Sphere	Injury	Trait
mind	unconscious	imprisoned
body	broken leg	limp
social	ostracization	evil patron
gear	out of bullets	disarmed
ally	dead ally	survivor's guilt
special	magical backlash	cut off from magic
special	went moon crazy	eyes like a wolf's